

Szerin Urge: The Urge to Grow

Unlike most of the Yozis, Szoreny does not truly hate Creation or the things that live within it. In truth, he wishes for Creation to be the best that it can be. The catch is that Szoreny believes that the best way to achieve greatness is to overcome strident opposition, so he shall be the enemy that Creation needs. His Urges challenge the Infernal to improve themselves and those around them, forcing them to live up to the Silver Forest's example or die trying. Just because Szoreny is a paragon of patience doesn't mean he is a champion of stasis.

Compassion is important to Szoreny, for he cares about every single reflection he casts and every rival he selects, for only he is allowed to understand, defeat, and nurture them. Conviction lets the Silver Forest stand strong when his foes act against him, continuing unbowed and serving as an example to all. Temperance is the most important virtue to Szoreny, for in his limitless patience he may take the time to ponder and reflect on all that comes to him. Even Valor should not be forgotten, for it gives him the audacity he needs to teach others through adversity.

Specific examples of the Szerin Urge might include the following:

- Weed out all the failures and the unworthy from the Reclamation
- Challenge theological doctrine whenever the Infernal hears it
- Hound and harry the Wyld Hunt until they mobilize against the Bull of the North
- Keep the Infernal's coven in top shape no matter the cost

The Torment of Szoreny: When the Infernal's Limit reaches 10, her identity is lost among the innumerable reflections of the Silver Forest. She cannot remember who she is, loses the effects of her Motivation and intimacies (but not her Urge), and also does not gain the benefits of (Essence) random Ability dots. No effect can restore any of these losses while the Torment lasts. After one full day, the Infernal pulls the rest of her mind back from the infinitely reflected madness.

Anyone who interacts with the Infernal and who has a Dodge MDV of less than (Essence + highest virtue) risks having their memories of the Infernal bleed away. If they already knew her before the Torment of Szoreny, then they merely forget everything they know about her until the Torment ends. If they only got to know her during the Torment (as much as they could given her dampened identity), then they simply fail to retain any of those memories after the Torment ends. This effect can be resisted for one temporary willpower, and lasts for the duration of that instance of the Torment.

First Szoreny Excellency

Cost: 1m per die; **Mins:** Szoreny 0, Essence 1; **Type:** Reflexive (Step 1 or Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Silver Forest is a strange and *enigmatic* creature. He is *slow and thoughtful*, with *persistence* to rival the Endless Desert. Szoreny is *scholarly*, a *rational* being who *never acts without thinking*. He learns most easily through *mimicry*, unsurprising for a being so *reflective*, metaphorically and literally. Szoreny comes to life when it comes to his *rivals*, for he seeks to *grow through conflict*, and *loves a good challenge*. He is also surprisingly *selfless*, very willing to *teach by example*, especially if doing so fosters a *worthy opponent*. Among all the Yozis, perhaps only he is capable of genuine *empathy*, if only so he can *understand his opposition*.

This charm may not be used to enhance actions that are not opposed by the traits of another character, unless it is to *study*, to *observe*, to *plan for the future*, or to create a *disguise* of some sort, all of which are usually valid actions. It also cannot enhance actions motivated by untempered passion, unless in doing so the Infernal *mirrors* the passion of another. This excellency also cannot be used to add more than half the maximum number of possible dice (round up) unless the roll is opposed by some sort of magic, for the Silver Forest seeks to *make others rise up*, not to stomp them down.

(Yozi) Inevitability Technique

Szoreny does not have a version of this charm, instead having developed Reflections of Eternity Reevaluated.

Reflections of Eternity Reevaluated

Cost: – (3+m); **Mins:** Szoreny 0, Essence 2; **Type:** Permanent

Keywords: Native

Duration: Instant

Prerequisite Charms: First Szoreny Excellency

When reality is not enough, Szoreny sometimes looks into his own quicksilver pools in order to plan for a world that did not fail him. Whenever the Infernal fails on a roll opposed by another character's traits after not using any First (Yozi) Excellency (or other excellencies, if the Infernal is a Fiend) to enhance her dice pool, she may activate an alternate version of the First Szoreny Excellency, doing so on Step 4 or Step 6 of attack resolution, as appropriate. For a cost of three motes, plus one more for each other non-Permanent charm the Infernal used to enhance her action, she may reroll her dice pool or enhance her static value as if she used the appropriate Third (Ability) Excellency or Third (Attribute) Excellency. If either could have applied, the Infernal chooses which. Note that this charm does not increase the number of motes the Infernal can spend on the First Szoreny Excellency.

Obviously, this charm cannot enhance a roll or application of a static value if that action could not have been enhanced by the First Szoreny Excellency.

Meditation on Supremacy

Cost: – (1wp); **Mins:** Szoreny 0, Essence 4; **Type:** Permanent

Keywords: Native

Duration: Instant

Prerequisite Charms: First Szoreny Excellency

There is nothing so mighty that Szoreny could not hold its image. Whenever the Infernal activates the First Szoreny Excellency to oppose another character whose dice pool (including the pools used to calculate static traits) is higher than her own, she may spend a point of temporary willpower to increase the number of dice she may buy from the First Szoreny Excellency to exactly match the size of her dice pool to that of her opponent's.

For example, if the Infernal had Dexterity 3 and Martial Arts 3, but made a punch attack (with a total of 8 attack dice) against a Solar with Dexterity 5, Melee 5 and an Orichalcum Thunderbolt shield (for a total defense pool of 16 and Parry DV 8), she would normally only be able to purchase up to 6 more dice with the First Szoreny Excellency, for a total of 14 attack dice to her opponent's defense pool of 16. By spending a temporary willpower to activate this charm, she could instead purchase 8 dice, increasing her attack pool to 16, equaling like the Solar's defense pool. Any dice that Solar bought to enhance her defense pool would let the Infernal buy an equal number of additional dice.

Infernals with Essence 6+ no longer need to spend temporary willpower to benefit from this charm.

Szoreny Mythos Exultant

Cost: –; **Mins:** Szoreny 0, Essence 3; **Type:** Permanent

Keywords: Native, Stackable

Duration: Permanent

Prerequisite Charms: First Szoreny Excellency

The Silver Forest grows only stronger in the face of superior force. In place of gaining temporary willpower as a reward from a stunt, the Infernal may instantly gain a temporary dot in a single ability. This charm cannot raise an Ability higher than the highest rating among all characters the Infernal can perceive, nor can it raise an Ability higher than the Infernal's own cap (generally the higher of 5 and her Essence). This dot counts as a natural dot for all purposes except for training and experience costs. All dots granted by this charm are removed at the end of the scene.

This charm's effects can stack with itself, either adding multiple dots to a single ability or adding dots to multiple abilities, or both.

Sorcerous Enlightenment of Szoreny

Cost: –; **Mins:** Szoreny 0, Essence 3; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisite Charms: First Szoreny Excellency

The Silver Forest bears only the fruits of fantasy and possibility. Thus, any spell that creates an illusion or disguise costs 10 motes and one willpower less than normal to cast (to a minimum of five motes and one willpower). Likewise, Szoreny is a being of growth and so any spell that manipulates the element of Wood or that causes or creates plant growth receives the same discount.

However, as a being of calm and stillness, Szoreny is not so adept at spells that enhance mobility in any way (including ones that summon or create methods of conveyance). Such spells suffer a surcharge of one temporary willpower. Examples include Calling the Wind's Kiss, Chariot of the Blazing Sun, Cloud Trapeze, Flight of Separation, Floral Ferry, Keel Cleaves the Clouds, Mystic Travel, Stormwind Rider, and Travel Without Distance. The surcharge is not applied when summoning demons who could serve as mounts such as agatae, for Szoreny's demonic nature still resonates with them. Spells can still inflict knockback without imposing the surcharge, as well.

Ascendancy Mantle of Szoreny

Cost: –; **Mins:** Szoreny 0, Essence 5; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisite Charms: First Szoreny Excellency

Sometimes, Szoreny wishes the world to reflect him, rather than the other way around. While outside the bounds of a reflective domain, the Infernal loses all of the benefits of her excess Essence (similar to Cecelyne).

Charm Concept: Reflective Domains

Certain Szoreny charms refer to a type of environment called a “reflective domain”. This is any area with highly repetitive features, such as a forest, a maze, or a hall of mirrors. This also

includes large groups of similar animate beings, such as a crowd of humans, a horde of demons, or even a swarm of flies, although the magic usually does not guarantee that they will stay close to the Infernal if she begins exploiting them. Many Szoreny charms give bonuses while standing within the bounds of such an area.

As a rough guideline, a crowd of animate beings does not count as a reflective domain until it reaches at least magnitude 2.

Meditation on Strife

Cost: 1wp; **Mins:** Szoreny 0, Essence 1; **Type:** Simple (Dramatic Action)

Keywords: None

Duration: Instant

Prerequisite Charms: None

This charm is a one-minute dramatic action as the Infernal meditates upon one character towards whom she has an intimacy. That character must be capable of posing some type of threat to the Infernal (whether via physical force, the influence they wield, or other means). That character is then designated as the Infernal's Rival, which permanently enhances the intimacy. The Infernal thereafter cannot lose that intimacy through any means, but context of the intimacy can change as the Infernal's Rivalry shifts and develops. The relationship need not be antagonistic, either. One-upmanship with a friend is just as valid as opposing a true arch-nemesis, and more than one Szerin Akuma has used this charm to help impress a potential paramour.

The first time in a given scene the Infernal makes any sort of action opposed by a Rival's traits other than a Read Motivation action, she may also make a reflexive Read Motivation action targeting them. Both this reflexive Read Motivation action and any normal Read Motivation actions targeting a Rival benefit from a single bonus success. As an alternative to learning one of a Rival's emotional state or an intimacy, the Infernal may learn their Essence rating.

The Infernal may have as many Rivals as she has room for the necessary intimacies, but she must always have one. However, a rivalry cannot be idle. If the Infernal does not spend at least one scene per story spying on, acting against, or attempting to show superiority to a given Rival, they lose that designation and cannot regain it until the next story. The intimacy, however, remains.

Excellence in Opposition

Cost: —; **Mins:** Szoreny 0, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Meditation on Strife

Because Szoreny seeks to challenge great things in order to nurture his own glory, he knows when what he opposes is but an imitation. If the Infernal takes an action that opposes the traits of a Rival, she immediately and infallibly learns whether that person is truly the Rival she seeks, or whether it is an imposter of some sort. In the latter case, she does not learn of their true identity, only that they are not actually the Rival. This defeats all mundane disguises, and against supernatural ones the Infernal automatically applies (Wits + Awareness + Essence) successes to any roll-off, rather than rolling herself.

Additionally, when one of the Infernal's stunted actions opposes the traits of a Rival, she increases the rating of the stunt as if it resonated with her Motivation. This does not stack with the increase if it also actually resonated with her Motivation or Urge.

Face of the Mirror Titan

Cost: 1m, 1wp; **Mins:** Szoreny 0, Essence 2; **Type:** Simple

Keywords: Obvious, Shaping

Duration: Instant

Prerequisite Charms: Meditation on Strife

The Infernal instantly changes her physical form (including any mundane clothes worn) to become thematically opposed to one of her Rivals, generally drawing upon any of their negative intimacies the Infernal knows about. For example, an Infernal who rivals a ragingly sexist man could become a woman, or take the form of an Immaculate monk if she stands opposed to a Solar. Alternatively, the Infernal could simply adopt the exact appearance of her rival (or a mirror-reversed one), mimicking them down to the smallest detail (including nonmagical tattoos at the time of use), but only if their Essence is equal to or less than the Infernal's own.

This change in form is permanent until this charm is activated again. No mundane efforts can reveal it to be fake since it is an actual change to her form, although supernatural ones could reveal the Infernal's form has been altered (none can see what she used to be). However, the Infernal's caste mark, anima banner, and Obvious charms all still manifest normally. The Infernal may always use this charm to go back to her “natural” form, or at least one that's similar enough.

The Looking Glass Blinks

Cost: 5m, 1wp; **Mins:** Szoreny 0, Essence 3; **Type:** Simple (Speed 5, DV -0)

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisite Charms: Face of the Mirror Titan

When Szoreny is harmed, he may simply posit a world where he is whole, and it is so! This charm instantly suppresses all of the effects of a single Crippling, Shaping or Sickness effect on the Infernal. When the scene ends, that effect is ended permanently. This can result in such things as the Infernal spontaneously regenerating an arm. She may decide whether restored body parts look as they did before, or whether they carry cosmetic alterations resonant with Szoreny's themes (such as being made of gleaming silver).

Note that this charm is not Stackable. The Infernal may only have one Crippling, Shaping, or Sickness effect sealed away at a time. Any new activations override the old one.

Read-the-Leaves Defense

Cost: 1+m; **Mins:** Szoreny 0, Essence 1; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Silver Forest is a place of omens. Every ripple in the pool, every shaking of the leaves carries meaning, and Szoreny knows it all. This charm may be activated in response to a physical or social attack of which the Infernal is aware. For each mote on this charm (there is no limit) the Infernal negates a single point of external penalty or two points of internal penalties to her DVs. This charm is equally effective for any type of DV, including MDVs.

Additionally, this charm creates a reflexive Read Motivation action against the attacker, though the Infernal does not roll it. Instead, she applies one success for each mote spent on this charm.

A repurchase of this charm makes it effective against unexpected attacks, immediately rendering them expected if even one mote is spent.

Upon the Hidden Mirror

Cost: 1m (+1m); **Mins:** Szoreny 0, Essence 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Read-the-Leaves Defense

This charm may be activated in response to a Read Motivation attempt against the Infernal. By spending one mote, she immediately becomes aware of the attempt, and, if it

succeeds, what information the character managed to gleam from her. If the Read Motivation attempt was enhanced by a Szoreny charm, the Infernal may do nothing more.

However, if it was not, the Infernal may choose to spend an additional mote to twist the reading, giving an intimacy or emotional state belonging to another character present in the scene whom the target could have successfully performed a Read Motivation against (storyteller's discretion). If there are no such characters, the Infernal instead reads as having the same emotional state and/or intimacy as the one who made the Read Motivation action. This charm is not actually Obvious, but the person who performed the Read Motivation action knows that the Infernal did...something to foil their attempt.

A repurchase of this charm at Essence 3+ allows the Infernal to pay a two-mote surcharge to make an immediate reflexive Read Motivation attempt against the target.

Ten Thousand Argent Lotuses

Cost: —; **Mins:** Szoreny 0, Essence 2; **Type:** Permanent

Keywords: Social

Duration: Instant

Prerequisite Charms: Read-the-Leaves Defense

Malfeas rages, Kimberly seethes with hatred, and even She Who Lives in Her Name has her moments. Szoreny is above all of them, for he alone controls his emotions rather than the other way around. This charm permanently enhances the Infernal's ability to channel Temperance in one of several ways. Each purchase grants one of the following functions:

Calm Begets Cunning: The Infernal may always channel Temperance on a Read Motivation action, and adds (Temperance) automatic successes instead of dice. If the target is one of the Infernal's rivals, doing so does not cost temporary willpower. This even works with reflexive Read Motivation actions, including the one provided by this charm's prerequisite.

Meditation on Toxicity: The Infernal may always channel her Temperance to enhance an attack or other roll that would inflict a Poison effect. If Temperance is already part of the dice pool (as with certain Szoreny charms), the Infernal may instead convert (Temperance) dice into automatic successes when channeling Temperance. The Infernal may also always channel Temperance to resist Poison effects. Doing so causes her to succeed with the best possible result (generally taking no damage) on that Toxicity roll.

Patient-as-the-Wind Discretion: When the Infernal channels Temperance on an attack (whether physical or social) enhanced by an Aim or Study action, any dice gained from aiming or studying are converted into automatic successes. If the Infernal used the Aim or Study actions

for at least three ticks, channeling Temperance does not cost temporary willpower. This also eliminates the DV penalty for performing an Aim or Study action.

Gazing into the Stillwater

Cost: –; **Mins:** Szoreny 0, Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: First Szoreny Excellency, Ten Thousand Argent Lotuses

The wind does not stir the sap and tears that pool in the Silver Forest. This charm permanently enhances the Infernal's ability to resist Emotion effects. The cost for doing so is reduced by one temporary willpower, to a minimum of zero. She also does not gain limit for resisting unnatural Emotion effects. However, the first time in a given scene that she suffers from an unnatural Emotion effect, the Infernal gains one point of limit. Finally, no ongoing Emotion effect on the Infernal can persist past the scene in which it was inflicted, and none may affect her at all outside of dramatic timing. This charm can never prevent Emotion effects inflicted due to the Infernal's own Torment.

Quicksilver Canopy Style

Cost: 1m; **Mins:** Szoreny 0, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Action-Only, Obvious

Duration: One Scene

Prerequisite Charms: Read-the-Leaves Defense

There are shapes that flit between the branches of the Silver Forest, ever eluding anyone foolish enough to chase them. This charm converts any bonuses from using cover into bonus dice from charms, preventing other effects from bypassing them. Any inanimate cover the Infernal takes also cannot be damaged enough to lower or negate the bonuses for using it.

A repurchase of this charm allows the Infernal to gain 50% hard cover merely for standing within a reflective domain. Animate creatures do not gain any protection against collateral damage from this charm.

With this repurchase and Face of the Mirror Titan, the Infernal may even gain 50% Hard Cover (and convert it into bonus dice from charms) simply by standing near anyone who bears more than a passing resemblance to her, as confusion reigns over where she actually stands and who the real target is. This includes siblings and people as whom the Infernal is disguised as or vice versa (being any of these things does not prevent an attacker from providing the bonus himself), and would also include any of her reflections that are at least as large as herself. In order to use another character as cover, the Infernal must be close enough for a Defend Other action (generally her Dexterity in yards), unless that person is the attacker.

Perfected Stratagems of Immortality

Cost: 3m; **Mins:** Szoreny 0, Essence 3; **Type:** Simple (Speed 6, DV -2)

Keywords: Obvious, Stackable

Duration: Indefinite

Prerequisite Charms: Read-the-Leaves Defense, Excellence in Opposition

No one remembers a time when harm has come upon the Silver Forest since the Primordial War, for Szoreny simply predicts and prevents any attack that might strike him. Unlike most charms, Perfected Stratagems of Immortality has no effect until the Infernal chooses to end it, which she may not do until it was active for at least one scene. However, she may have as many instances of this charm active as her mote pools allow.

Whenever the Infernal is targeted by an attack of which she is aware, she may choose to end (or “discharge”) a single instance of this charm in Step 2 of attack resolution. Having predicted the exact circumstances, the Infernal acts with inhuman speed to employ a perfect counterstrategy, silver images of herself emerging in a flurry until reality settles into a successful defense. This provides a perfect dodge or parry (Infernal's choice) which applies even against undodgeable or unblockable attacks. This charm is only Obvious when it is discharged.

This charm suffers from the Imperfection of the Silver Forest, with any surcharges being paid at the time it is discharged.

Imperfection of the Silver Forest

Szoreny is at his greatest when there is greatness for him to behold, and nothing is more marvelous to him than equal rivals meeting in fair battle. Charms suffering from this Imperfection can be used at any time, but suffer from a variety of surcharges:

- A one-mote surcharge is applied when the attacker is not a designated Rival.
- When used against an attacker with an Essence rating not equal to the Infernal's own, she suffers a surcharge of one mote per dot of difference.
- If there is a difference in magnitude between the collective forces rolled into battle alongside the Infernal, and those rolled into battle alongside the attacker, charms with this Imperfection impose a surcharge of one mote per level of difference between the magnitudes.

If the cost is too great for the Infernal's remaining reserves at the time of activation, the essence is wasted and the charm fails.

Meditation on the Silver Mirror

Cost: —; **Mins:** Szoreny 0, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Read-the-Leaves Defense

The reflections within the Silver Forest hold many secrets. Being so blessed by Primordial Essence, the Infernal may learn a few of them. Each purchase of this charm grants one of the following functions below. Some of them may require a higher Essence, which will be listed in parentheses.

Blessed Silver Sight: The Infernal ignores all visibility penalties (including darkness or smoke but not a solid wall) when looking at something via their reflection, as odd and inconvenient that may be. This still prevents any visibility penalties from rising above a -1 internal penalty as long as the target has their image caught in any kind of reflective surface that the Infernal can see or touch.

Flawless Maze Wanderings: The Infernal finds it trivially easy to navigate through areas replete with repetitive obstacles. In them, she sees not just what is similar but what could be different. This reduces the difficulty of navigating through reflective domains to one. No mundane effects can increase this difficulty or apply penalties, but supernatural ones still can.

Mirror Knows Mirror: Whenever another character makes a physical or social attack against the Infernal, she automatically learns if the two of them share any intimacies. In this case, sharing an intimacy means the subject is the same and the emotional contexts are either similar or intrinsically connected (e.g., love and lust would register as the same). The attacker is not aware of this transfer of information.

The Devil's New Face: The difficulty for the Infernal to disguise herself as another character is reduced to one, as long as the Infernal has an intimacy with identical subject and reasonably similar context as the target. She must have either had the intimacy revealed to her or created the intimacy in the target herself.

Which-is-the-Reflection Caress: (Essence 4+) The Infernal may convey Touch effects by touching the target's reflection, giving access to the Mirror Touch attack action. This does not deal any immediate damage even if the Touch effect would normally do so, but any other effects are conveyed normally. The Mirror Touch attack is unblockable, but the target may attempt to dive away or take cover from the reflective, allowing them to use their Dodge DV. The Mirror Touch may use Athletics or Larceny in place of Martial Arts.

Mirror Touch: Speed 5, Accuracy +5, Damage N/A, Defense N/A, Rate 1, N tag

Meditation on Identity

Cost: —; **Mins:** Szoreny 0, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Read-The-Leaves Defense

There is no part of the soul an Infernal cannot know. This charm permanently enhances all Szoreny charms that reveal another character's intimacies to her. Each time the Infernal could

have learned one of a character's intimacies this way, she can instead reveal one of the following: a virtue rating, remaining temporary willpower, permanent Willpower, Essence rating, their Motivation, their Urge, or whether they are affected by any ongoing supernatural mental influence.

The effects of Reflection Stares Back are not changed by this charm.

Reflection Stares Back

Cost: 5m; **Mins:** Szoreny 0, Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Meditation on the Silver Mirror

To know something is to have mastery over it, at least for Szoreny. This charm may be activated in response to any form of mental influence that was not unexpected. She gazes into the target's heart, and, now knowing them, dismisses their arguments as a father dismisses the babbling of a child. It provides a perfect mental dodge against it, but as an extra cost the Infernal instantly gains one of the attacker's intimacies. This intimacy (and its context) are not revealed to the Infernal or her player until after it is gained.

Heart of Mirrors Enlightenment

Cost: – (1m); **Mins:** Szoreny 0, Essence 2; **Type:** Permanent

Keywords: None

Duration: Instant (Indefinite)

Prerequisite Charms: Reflection Stares Back

In becoming like others, Szoreny gains power over them. Whenever the Infernal gains an intimacy via a Szoreny charm, she may choose to commit a single mote to reinforce that intimacy for as long as desired. If the Infernal gained the intimacy through an Instant Szoreny charm (such as this charm's prerequisite), the committed mote may come from that charm's cost, if any.

An intimacy reinforced by this charm may not be lost by any means, though its context may still be changed. If the intimacy was copied from another character, the Infernal gains a single bonus success on any rolls to Read Motivation, perceive, track down, or impersonate that character. The Infernal also gains an infallible sense of whether that character is alive or dead, and if and when they lose the copied intimacy. The bonus success does not count as dice from charms, and the character may gain multiple bonus successes if she copies multiple intimacies from the same character.

Motes committed via this charm may only be decommitted when the Infernal rolls Conviction to regain willpower from sleep, or when the person from whom she copied the intimacy dies, or if they lose the copied intimacy.

A repurchase of this charm allows the Infernal to instantly copy and enhance an intimacy revealed by a Szoreny charm, or by a Read Motivation action enhanced by a Szoreny charm.

The Oracle's Roots

Cost: 1m; **Mins:** Szoreny 0, Essence 2; **Type:** Simple (Speed 3, DV -0)

Keywords: Combo-OK, Obvious

Duration: Indefinite

Prerequisite Charms: Meditation on the Silver Mirror

Internalizing the essence of the Silver Forest, the Infernal sprouts dematerialized roots extending from her veins, feeling and drinking the currents of Essence around her. The Infernal's skin takes on a silvery sheen as her capillaries glow, and even mortal senses can make out the faint outlines of her writhing essence-roots.

Any charm or other supernatural effect that targets the Infernal or reveals any of her traits to another character is made Obvious to her senses. If the Infernal's (Essence + [lower of Lore and Occult]) is at least equal to the minimum Essence of the effect, that power and all of its upgrades have their costs and effects revealed in detail to her.

Lucent Visage Quickening

Cost: 5m, 1wp; **Mins:** Szoreny 0, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Action-Only, Sorcerous

Duration: One Scene

Prerequisite Charms: Meditation on the Silver Mirror

What is a single tree lost to a forest? A drop sipped from a pool of poison? This charm grants the Infernal one temporary -0 health level for each purchase of its prerequisite. This charm is not actually Obvious, but anyone who can see the Infernal may roll (Perception + Awareness) at a difficulty 3 to recognize that magic is reinforcing her body.

This charm also adds one to the Infernal's effective Appearance, the subtle shine of its magic appealing to lesser beings. The Infernal may choose to spend no temporary willpower activating this charm if she only wishes to benefit from the increased Appearance and not the temporary health levels.

When this charm ends (whether through time, reapplication, or countermagic), none of the damage contained in the temporary health levels may be placed into the Infernal's

Incapacitated or Dying health levels. Should there be enough damage to fill up every health level but her incapacitated, then any excess will instead upgrade the severity of previous health levels, and any excess beyond that is simply discarded. Only one instance of this charm may be active at once.

This charm does not cost temporary willpower if the Infernal has any Szoreny charm with the Form-type keyword active.

Auspicious Silver Patience

Cost: –; **Mins:** Szoreny 0, Essence 2; **Type:** Permanent

Keywords: Native, Obvious, Overdrive

Duration: Instant

Prerequisite Charms: Read-the-Leaves Defense

Szoreny rarely acts when there is still thinking to do. This charm permanently grants the character a five-mote pool in accordance with the Overdrive keyword. When rolling Join Battle or Join War, the Infernal may choose to automatically fail the roll and go last, and in doing so gain (Temperance) offensive motes. Additionally, each time she makes a full Aim action (three ticks or more), she gains one offensive mote when she launches her attack.

Silver-Tongued Mirror Fiction

Cost: 5m; **Mins:** Szoreny 0, Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Illusion, Obvious, Social

Duration: Instant

Prerequisite Charms: Meditation on the Silver Mirror

There are few things that Szoreny likes more than positing a world that might have been. This charm supplements a social attack to instill an intimacy in the target that the Infernal herself already possesses, with the same subject and context. The social attack becomes unnatural mental influence, and if it succeeds the target instantly gains the intimacy (overriding any previous intimacy they may have had towards that subject).

In addition, they gain memories justifying that intimacy as an Illusion effect. For example, if a narcissistic Infernal gives the target an intimacy of love towards herself, then that target will remember tender moments and romantic evenings that, in truth, never were. The target cannot recognize these memories as false as long as they have the intimacy. The Infernal also gains a vague sense of what these false memories are.

As long as the Infernal has the corresponding intimacy, the target requires (higher of their Conviction and Infernal's Essence) scenes of effort to shed the intimacy. Given that they have

false memories justifying the intimacy, they are not likely to do so on their own unless it conflicts with other intimacies or their motivation.

Quicksilver Echo Assault

Cost: 3m per action; **Mins:** Szoreny 0, Essence 3; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Meditation on the Silver Mirror

A torrent of ghostly images surrounds the Infernal, fighting alongside her with perfect coordination. This charm creates a magical flurry of one action, plus one more per three motes spent, to a maximum of (Essence x 3) motes. The Infernal must spend at least three motes on this charm.

These actions must be related to physical combat in some way, but they could be Ready Weapon or Defend Other just as readily as physical attacks. These actions suffer no multiple action penalties, and the flurry only has a final Speed and DV penalty equal to the highest Speed DV penalty among its component actions, but it must obey Rate limitations.

A repurchase of this charm provides an additional benefit for any attacks made by this charm. When targeting a single character with multiple attacks, the Infernal does not inflict an Onslaught penalty. Instead, her opponent's DV suffers a coordinated attack penalty equal to the number of attacks declared against them in the flurry.

Infinite Argent Afterimages

Cost: – (3m); **Mins:** Szoreny 0, Essence 3; **Type:** Permanent

Keywords: Obvious, Sorcerous

Duration: Instant

Prerequisite Charms: Quicksilver Echo Assault

Szoreny's prey is harried by countless illusions as the Silver Forest slowly prepares to fight. After activating this charm's prerequisite, the Infernal may choose to commit three of the motes used to pay its cost. One of the countless echoes of herself persists after her rampage, “living” until the end of the scene. This copy is called an echo, and it shares a perfect mental link with the Infernal, obeying her commands infallibly and instantly sharing with her any information it learns. It cannot be confused for the actual Infernal, for the colors of its being are

muted, it has a slick-silver sheen, and any sounds it makes are oddly distorted (like an echo, appropriately enough). If the Infernal knows Face of the Mirror Titan, the echo may instead resemble any form she could assume with that charm.

The copy of the Infernal doesn't have access to any of her charms, nor does it have temporary willpower, but otherwise shares all of her traits and has copies of all of her mundane equipment. If she had any attuned artifacts on her person when the echo was created, then the echo instead has an analogous piece of exceptional equipment. However, it is counted as an extra and is instantly killed if targeted by Emerald Countermagic.

If the Infernal knows any version of the charm Wisdom of the Silver Serpent, then echoes created by this charm can create the poison described by Baneful Silverwood Body, gaining any benefits from any of the Infernal's repurchases of that charm.

If the Infernal and any of her echoes attack the same target on the same tick, their attacks are automatically considered to be Coordinated without a roll.

A repurchase of this charm at Essence 5+ makes any copies created by this charm into “heroic” characters with the appropriate number of health levels and the ability to perform stunts.

Mirrored Match Challenge

Cost: 3m; **Mins:** Szoreny 0, Essence 3; **Type:** Simple (Speed 6, DV -0)

Keywords: Combo-Basic, Native, Obvious, Overdrive, Touch

Duration: One Scene

Prerequisite Charms: Face of the Mirror Titan, The Oracle's Roots

The most glorious battle is one between peers, without interference. This charm permanently grants the Infernal a pool of ten motes in accordance with the Overdrive keyword. This charm may only be used to target a Rival, and may require an unarmed attack roll to Touch them (this deals no damage). For the duration of this charm, the Infernal reflexively performs a Defend Other action on her Rival (suffering no DV penalty for it). This effect is not optional, and the Rival may choose whether an attack hits the Infernal or proceeds to them. If her Rival is, at any point, not within range of a Defend Other action, the Infernal must move towards them at her Dash speed for that tick (taking up their move action). The charm continues if this puts her within range.

The Infernal gains a single offensive mote each time her Rival makes a physical attack against anyone except herself. She also gains a single offensive mote each time her Rival activates a non-Permanent charm with the Overdrive keyword. If this charm is ended by her Rival moving out of range, she immediately gains five offensive motes and may not activate this charm again for the rest of the scene.

This charm may be ended early, but doing so inflicts a point of limit on the Infernal and prevents this charm from being activated again in the current scene.

Sipping on the Mirror's Fog

Cost: 1+m, 1wp; **Mins:** Szoreny 0, Essence 4; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Native, Stackable, Sorcerous, Training

Duration: Indefinite

Prerequisite Charms: The Oracle's Roots, Reflection Stares Back

Even the strangest and mightiest magics can be caught in the reflections within the Silver Forest, and all that they reflect is known by Szoreny. The Infernal may activate this charm in response to being targeted by a non-Permanent charm or spell of any sort that she does not know. The mote cost of this charm is equal to the minimum Essence required for the effect. Emerald Circle Spells cost four motes, Sapphire Circle spells six, and Adamant Circle spells eight. This does not function against necromancy, or anything with the Holy keyword. The Infernal immediately learns the details of how a captured charm or spell works.

For as long as this charm lasts, the Infernal gains the capability to use and teach that specific charm, along with any repurchases or Permanent charms that affect that charm that the original user applied at the time of activation (this raises the cost if any of them had a higher minimum essence). If the captured charm or spell has any of its effects (other than attack pools) determined by its user's traits, the Infernal uses that of the original user at the time of activation. She does not need to meet any charm, ability, or attribute prerequisites, but she must meet the minimum Essence or she cannot use it. The aesthetics of the captured charm still follow those of the original user.

Once the Infernal has activated the captured charm or spell, or taught it to another character, this charm ends. If the Infernal herself could learn the captured power, she may instantly do so as a Training effect, which also ends this charm. The Infernal may only have (Essence) separate instances of this charm active at once, and a single application of countermagic ends all of them.

This charm does not cost temporary willpower to use if the Infernal has The Oracle's Roots or any Szoreny charm with the Form-type keyword active. If it is activated against a charm or spell used by a rival, the mote cost is decreased by one (to a minimum of zero).

The Argent Branches Blossom

Cost: –; **Mins:** Szoreny 0, Essence 3; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisite Charms: Meditation on the Silver Mirror

In reflecting all the world, Szoreny becomes greater than it. This charm acts as an additional ten mote peripheral pool that cannot be refilled by normal means. Instead, each time

the Infernal learns one of another character's intimacies, this pool regains one mote. This benefit can be gained no more than once per scene.

Mad-Eyed Phantom Dominion

Cost: 12m, 1wp; **Mins:** Szoreny 0, Essence 3; **Type:** Simple

Keywords: Combo-Basic, Illusion, Obvious, Servitude, Sorcerous

Duration: Indefinite

Prerequisite Charms: Quicksilver Canopy Style, Meditation on the Silver Mirror

Every demon knows the dangers of the Silver Forest, and to never listen to the cries of the illusions that lurk within it. Making the mudra for Szoreny with one hand, and madness in the other, the Infernal lays a curse on an area. This affects an area (Essence x 100) yards in diameter, but if it targets a quicksilver garden, it may expand to fill its entire area regardless of how large it is. Unlike most Sorcerous charms, the Infernal must commit the mote cost. However, she may also end it at any time by de-committing the motes. An area targeted by this charm suffers the following effects:

- As an Illusion effect, any other character who attempts to navigate the area is harrowed by hallucinations, inversion of the senses, paths that disappear around them revealing unfamiliar territory, and other bizarre phenomena. They suffer an external penalty on navigation rolls equal to the Infernal's Essence, and failed rolls are converted into botches. If the Infernal desires, anyone who botches a navigation roll in the area may find their way to her, if she is in the area and is aware of them. Spending a point of temporary willpower eliminates the penalty on a single roll.

Additionally, the Infernal may describe the phantasms that harrow a character (or group thereof) as they try to make their way through, which can qualify as a stunt. The external penalty is increased by -1 for each stunt die granted.

- Silvery wisps might roam between the trees, or the Infernal might be able to see through the eyes of figures hallucinated by any who dare trespass, or she might hear the thoughts of animals passing through. Regardless of the method, the Infernal becomes aware of everything in the area affected by this charm as if she were present. Effects that prevent scrying defeat this without a roll-off.

- Countermagic must target the exact center of the affected area in order to be effective, which can be problematic due to how difficult it is to navigate. However, countermagic of a higher circle than necessary (i.e. Sapphire or Adamant) bypasses this requirement.

- An additional Servitude effect is available if used on one of the Infernal's quicksilver gardens. As a miscellaneous action (DV -2) that costs a point of temporary willpower and cannot be flurried, the Infernal may summon animals native to the area to come and serve her as faithfully as a bound demon (this also allows them to understand her commands). Any animal (including insects) that could make it within the current scene will arrive, as long as they aren't

another character's Familiar or under another Servitude effect. This may be resisted for one point of temporary willpower, but most animals will not bother to do so unless they are injured or taking care of their offspring.

A repurchase of this charm at Essence 4+ upgrades the countermagic required to Sapphire Countermagic. It also allows the Infernal to pay a point of temporary willpower to Touch another character with an equal or lower Essence within the area (which may require an unarmed attack), and teleport them anywhere else in the area as a Sorcerous Shaping effect requiring only Emerald Countermagic to stop (which may be used by either the target or anyone else who witnesses it). They cannot be placed anywhere that would be immediately harmful (such as in mid-air or into a fire), but they can be placed in areas with imminent hazards, such as the den of a lion.

Aria of the Forgotten Forest

Cost: 15m, 1wp; **Mins:** Szoreny 0, Essence 3; **Type:** Simple (Speed 6 in long ticks, DV -2)

Keywords: Combo-Basic, Illusion, Obvious, Social

Duration: Instant

Prerequisite Charms: Meditation on the Silver Mirror

Sometimes, sweet music drifts from the depths of the Silver Forest. Wise demons know that this is a horror second only to the Silent Wind, for anyone who tarries during these times will find themselves forgetting their own names and remembering events that never happened. The Infernal rolls (Manipulation + Performance + Temperance), comparing it to the Dodge MDV of everyone within (Essence x 100) yards, though she may spare any she wishes. Mortals halve their Dodge MDVs against this charm. This costs two points of temporary willpower to resist outright.

For every two extra successes over a target's MDV, they lose either a single intimacy, a dot in one of their virtues, or a random Ability dot (to a minimum of one change). The Infernal does not direct these changes. Memories associated with lost traits are also suppressed. A character who loses more than (Essence) trait dots and/or intimacies may even forget their name. Essence users recover lost trait dots or intimacies at a rate of one per day, or they may spend a single point of temporary willpower to restore a single lost trait when desired.

A repurchase of this charm at Essence 4+ allows the Infernal to add the Sorcerous keyword, making the memory loss permanent until Emerald Countermagic is applied to the victim. Essence users may still undo specific changes by spending one temporary willpower each.

Claws of the Mirror Dragon

Cost: –; **Mins:** Szoreny 0, Essence 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Aria of the Forgotten Forest

This charm adds an alternative effect for its prerequisite, allowing the Infernal's song to instill memories of things that only might have happened, instead of wiping out memories altogether. In this case, intimacies have their subject or context changed, and virtue and ability dots are moved around instead of erased (up to their normal maximums). These changes do not incur experience costs, nor do they count for the purposes of experience costs and training times. These changes are undone at the usual rate. Anyone who has more than (Essence) trait dots or intimacies altered may misremember basic parts of their identity, such as their name or how they are “supposed” to look.

With the repurchase of this charm's prerequisite, the altered traits may be made truly permanent as a Training effect. A character who wishes to keep an altered Ability or Virtue rating may be the lost dots refunded, and the experience thereby gained immediately spent towards the cost of raising altered Abilities or Virtues to their new ratings, as if the dots granted by this charm's prerequisite were stripped away and then instantly trained through conventional means. However, if they do so, the associated alterations to their memories become permanent, beyond the help of any countermagic.

The Forest of Mirrors

Cost: 10m, 1wp; **Mins:** Szoreny 0, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Native, Obvious, Overdrive, Sorcerous

Duration: One Scene

Prerequisite Charms: Quicksilver Canopy Style, The Oracle's Roots

In a world of mirrors, who's to say what is flesh and what is possibility? This charm permanently grants the Infernal a pool of fifteen motes in accordance with the Overdrive keyword. It can only be activated while standing in reflective domains, and will end if the Infernal leaves it. It may also be used in an area affected by Germination of the Quicksilver Garden, and doing so also waives the temporary willpower cost. The Infernal gains the following benefits:

- The Infernal gains one offensive mote on each of her action ticks. She may only benefit from one offensive mote “drip” at a time.
- Any charms whose cost is paid entirely with offensive motes targeting a Rival has its cost discounted by one mote (to a minimum of one). This discount also applies if the target is afflicted by a Poison created by a Szoreny charm, or if they are under the effects of a Sorcerous Szoreny charm. These discounts do not stack.

- Quicksilver Canopy Style automatically activates at no extra cost, overriding any previous activations of it. The DV bonuses it provides count as coming from neither cover nor charms.

- The Infernal's location becomes difficult to pinpoint, as her image peers through the leaves of every tree, flits in every reflection, and so on. Whenever she performs a Guard, Aim, or Study action not part of any flurry she also gains a free reflexive attempt to reestablish surprise on each tick. Instead of using her normal dice pools, she applies a number of automatic successes equal to the number of consecutive ticks spent performing one of those three actions, to a maximum of (Essence + Temperance) successes.

If an attack is successfully made unexpected due to surprise established by this effect, the Infernal gains one offensive mote. She gains an additional unexpected mote for each Poison or Sorcerous effect conveyed by the attack.

Baneful Silverwood Body

Cost: —; **Mins:** Szoreny 0, Essence 1; **Type:** Permanent

Keywords: Poison

Duration: Permanent

Prerequisite Charms: None

The mirrored bark of the Silver Forest's trees can resist any mortal blade. Those foolish enough to try to cut them anyway will find only their doom within. This charm grants the Infernal an additional -0 health level for each purchase, up to a maximum of (lower of Stamina and Resistance) purchases. This limit is shared with Hardened Devil Body and any other Infernal charm that permanently grants additional health levels.

Additionally, this charm permanently transmutes the Infernal's blood into a silvery poison. Whenever she takes one or more levels of lethal damage (excluding attacks like poisons that wouldn't break the skin), one dose's worth of this poison seeps to the surface of her skin. She may freely apply this poison to her weapons with a miscellaneous (DV -1) action, but their potency fades at the end of the scene. She may shed her blood onto a weapon, simultaneously extracting blood and applying it to a weapon with a similar miscellaneous action. Doing so costs only one bashing level of damage for each dose, as the Infernal can avoid cutting too deep or opening a vital blood vessel.

The traits of the poison depend on the number of purchases of this charm, and any values in parentheses are rounded down. At five purchases, the damage becomes lethal. At seven purchases, the damage becomes aggravated. Anyone who knows this charm is immune to this poison.

Argent Blood: Damage (2 + [purchases/2])B/min, Toxicity 3, Tolerance None, Penalty -(purchases/3)

Meditation on Immunity

Cost: –; **Mins:** Szoreny 0, Essence 2; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Instant

Prerequisite Charms: Baneful Silverwood Body

Szoreny is not normally one to become angry, but he certainly does not appreciate when someone rejects one of his gifts. This charm permanently grants the Infernal a pool of ten motes in accordance with the Overdrive keyword. Each time someone uses a charm to defend against a Poison effect inflicted by the Infernal, she gains one offensive mote.

If anyone rolled into battle against the Infernal benefits from a charm that grants immunity to Poison effects (including Permanent charms), this becomes Obvious to the Infernal, and she gains one offensive mote on each of her action ticks as long as the two of them stay rolled into battle. The Infernal may only benefit from one offensive mote “drip” at a time.

Fruit of Toxic Artifice

Cost: 1m; **Mins:** Szoreny 0, Essence 2; **Type:** Reflexive (Step 1)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Baneful Silverwood Body

The reasons behind Szoreny's actions are not always apparent. Sometimes, the truth behind them is only revealed when it is too late. This charm can enhance any physical attack, adding one die to both the raw and minimum damage for each unique Poison or non-Instant Sorcerous effect on the target created by Szoreny charms. These effects must have existed before the enhanced attack for them to be count for its effects.

This adds the Overwhelming tag to the enhanced attack if it didn't already have it.

Auspicious Silver Patience

Cost: –; **Mins:** Szoreny 0, Essence 2; **Type:** Permanent

Keywords: Native, Obvious, Overdrive

Duration: Instant

Prerequisite Charms: Read-the-Leaves Defense

Szoreny rarely acts when there is still thinking to do. This charm permanently grants the character a five-mote pool in accordance with the Overdrive keyword. When rolling Join Battle or Join War, the Infernal may choose to automatically fail the roll and go last, and in doing so gain (Temperance) offensive motes. Additionally, each time she makes a full Aim action (three ticks or more), she gains one offensive mote when she launches her attack.

Venomous Baptism Succor

Cost: 1hl; **Mins:** Szoreny 0, Essence 2; **Type:** Simple

Keywords: Combo-Basic, Obvious, Stackable, Sorcerous

Duration: One Hour

Prerequisite Charms: Baneful Silverwood Body

The Infernal quickly but ritually bleeds herself, letting the blood seep onto an object or plant. The infernal essence within her blood soaks into it, repairing damage done to the target. Once this charm's one hour duration expires, the target is healed of one level of damage without requiring a roll. If the Infernal wishes to heal aggravated damage dealt to an object, she must continue to tend to it for the duration of this charm, effectively making it a Dramatic Action.

Multiple applications of this charm on the same target extend the duration, healing damage at each interval. At Essence 3+, the duration is reduced to Ten Minutes. At Essence 4+, the duration becomes only One Minute.

A repurchase of this charm at Essence 3+ extends its effects to all living beings. However, it cannot be used to heal aggravated dealt to a living, animate being. The Infernal cannot target herself with this charm.

A second repurchase grants this charm the ability to instantly cleanse a living target of a single Poison effect from which they suffer. Used in this way, the charm is Instant and will take effect immediately even if there are non-Instant iterations of this charm on the target.

Wisdom of the Silver Serpent

Cost: –; **Mins:** Szoreny 0, Essence 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Baneful Silverwood Body

Szoreny's mastery of poison is second only to Kimberly. This charm permanently enhances the Inferna's ability to create or use Poisons created by Szoreny charms. Each purchase grants the Infernal one of the following functions:

King of Venom: Whenever the Infernal is affected by a Poison effect, she may choose to extract the dose from her body without a roll using a miscellaneous (DV -1) action and accepting a single level of bashing damage. The poison stops affected her, but the dose is preserved and may be used. Alternatively, she may extract it via The Silverwood Weeps (see below), extracting

the dose in place of creating Argent Blood. Either way, the poison counts as being created by a Szoreny charm.

Secretbane: Each time the Infernal would deal damage to a target with a Poison, she may instead learn one of their intimacies.

The Silverwood Weeps: Whenever the Infernal activates an offensive Szoreny charm while rolled into battle, she may choose to exude a single dose of the poison from her Baneful Silverwood Body without harming herself, and reflexively apply it to a weapon on the next tick. This may happen no more than once per action. By default, she weeps the poison from her eyes, but the Infernal may stunt it in many other ways, such as congealing it from her blazing anima banner.

Tree Knows Leaves: Whenever another character is suffering the penalty from poisons inflicted by Szoreny charms, the Infernal gains bonus dice on all Awareness, Investigation, Socialize, and Survival rolls against that character equal to the total penalty. This counts as dice from charms.

Unbound Mirror-Pattern Shintai

Cost: 9m, 1wp; **Mins:** Szoreny 0, Essence 4; **Type:** Simple

Keywords: Combo-Basic, Form-Type, Obvious

Duration: One Scene

Prerequisite Charms: Infinite Argent Afterimages, Baneful Silverwood Body

The least of Szoreny's shintais calls forth echoes from other possible worlds, casting doubt on what-is and what-will-be. When the Infernal activates this charm, her outlines blur, and occasionally her features shift. Her skin and hair might change color, her clothes might begin to recall the styles of lost kingdoms, or nearly any other cosmetic change imaginable. The effect is most dramatic on the echoes she creates with Szoreny charms, for they are imbued with new life, and might reflect any life she can imagine. She gains the following benefits:

- On each of the Infernal's action ticks, she may reflexively create an echo as described in Infinite Argent Afterimages, but without having to commit any motes.

- When performing a mundane flurry, the Infernal suffers no multiple action penalties on the first action, and reduces the final DV penalty by 1 (to a minimum of -1). If she activates an Extra Action charm, she gains one more free attack or action (as appropriate) that does not count towards the limit.

- As a miscellaneous action (DV -0), the Infernal may take the place of one of her echoes, consuming it and teleporting to its former position. If it was modeled after herself or a Rival, she may choose to assume its appearance, as well (as per Face of the Mirror Titan). This can be blocked by effects that prevent teleportation if either the Infernal or the target copy are affected by such.

•If the Infernal uses any First (Yozi) Excellency to enhance an attack against target who, on the same tick, is being attacked by one or more of her echoes, the echoes' attack rolls also benefit from that First (Yozi) Excellency for no extra cost.

Countless Quicksilver Maladies

Cost: Varies; **Mins:** Szoreny 0, Essence 3; **Type:** Simple

Keywords: Combo-OK, Obvious, Poison, Touch

Duration: Instant

Prerequisite Charms: Baneful Silverwood Body

Each purchase of this charm grants the Infernal the ability to inflict a powerful, unusual poison. No dose of poison created by this charm can be saved for later use. Outside of a target, they lose their potency in mere moments, the powerful Essence making them up evaporating rapidly. By default, applying one of these poisons through an unarmed touch attack does not deal damage.

Some Poisons inflicted by this charm may require a higher Essence, a different Speed than the default Simple action, or carry the Sorcerous keyword.

The following is a non-exhaustive list of possible poisons:

Burning Mirror Venom (8m, 1wp): Just because the Silver Forest holds many reflections does not mean he wishes for all of them to become real. This poison is unique in that it does not deal damage according to the passage of time. Instead, upon activating the charm the Infernal names one condition which can be summarized in one sentence, and which is something the target can choose whether or not to do. Examples include “Attacking me” or “Taking a Shape Sorcery action”. Each time the target fulfills that condition (but no more than once per tick), one interval of the poison is immediately applied.

Applying a second dose of the poison overwrites the first. Any remaining intervals of damage fade away at the end of the scene.

Traits: Damage 5A/(special), Toxicity (Essence/2, round up)L, Tolerance None, Penalty -2.

Honeyed Phantasm (5m, 1wp): Sometimes, people who drink the sap of the Silver Forest or spend too long breathing in their fumes have vivid dreams that speak of unfathomable truths and strange possibilities. Upon activating this charm, the Infernal also makes a reflexive social attack, and may apply any desired non-Simple charms to enhance it. This social attack is not applied immediately, and instead lies quiescent along with the poison that harmlessly seeps into the target's flesh. This version of the charm is not Obvious, and the target is not automatically aware they were poisoned.

This poison does not actually inflict damage, and a successful Toxicity roll purges the poison from the target's system. However, if the target sleeps or otherwise rests for at least an hour while afflicted by the poison, they experience a vivid dream (or hallucination) that conveys

the social attack rolled earlier. Before the social attack is applied, the target must make another Toxicity roll, and the social attack becomes unexpected if they fail.

Traits: Damage 5*/day, Toxicity (Essence + 1), Tolerance None, Penalty N/A

Mortician's Call (4m, 1wp): Some trees in the Silver Forest bear neither silvery bark nor silvery sap. Instead, they are black, and ooze pale red sap. Anyone who partakes of this sap is drawn closer to mortality. As long as at least one dose of this poison is within a character's systems, their death will be permanent unless they have immortality on the level of the Yozis, and they bleed as easily as a mortal. This poison also remains visible in dematerialized targets, the glow of the toxin in their veins giving them away as surely as if they had spent a mote to manifest visually.

Traits: Damage 6B/minute, Toxicity (Essence), Tolerance None, Penalty -1

Creeping Dreamwoe (8m): Some of Szoreny's poisons target the mind rather than the body. This poison is inflicted with a "social attack", the Infernal muttering something vaguely unsettling to the target. The attack uses a pool of (Manipulation + Presence + Temperance), has a Speed of 6 long ticks, and is unblockable. This is not an Obvious or Touch effect, and can't be resisted with temporary willpower, but social charms that can defend against unblockable or undodgeable social attacks can defeat it. This version of the poison can be applied to sleeping targets without waking them, but they still apply their Dodge MDV.

This poison deals damage to temporary willpower, each level of bashing damage being converted into a loss of temporary willpower as long as the target has any left. Unlike other Poison effects, the Toxicity roll is (Stamina + Conviction) rather than (Stamina + Resistance). At Essence 5+, the Toxicity of this poison is increased by one.

Traits: Damage 4B/minute, Toxicity 2L, Tolerance None, Penalty N/A

Quickened Dreamwoe (4m, 1wp): Not all Infernals are patient enough for the original form of the Dreamwoe venom. Unlike the normal "Creeping" Dreamwoe, the Quickened Dreamwoe is Obvious, a Touch effect, and can be used in normal combat timing.

This poison deals damage to temporary willpower, each level of bashing damage being converted into a loss of temporary willpower as long as the target has any left. Unlike other Poison effects, the Toxicity roll is (Stamina + Conviction) rather than (Stamina + Resistance). At Essence 5+, the Toxicity of this poison is increased by one.

raits: Damage 4B/action, Toxicity 2, Tolerance —, Penalty -1

Shift-Wrack (Essence 4+, 9m, 1wp): In the deepest pools of quicksilver in the forests of Szoreny, there swim strange, sinuous fish. Any unlucky enough to fall into one of those silver seas – or foolish enough to jump in – will be swarmed by them, attempting to slither into their body anyway they can. Their tears and blood are poisonous and corruptive, turning their victims' blood into more poison. The Shift-Wrack is Sorcerous – Emerald Countermagic purges a target of all doses. Each time it deals a level of damage, it produces another dose of Shift-Wrack in the target.

Traits: Damage 3B/minute, Toxicity (Essence/2, round up), Tolerance None, Penalty -0.

Germination of the Quicksilver Garden

Cost: 10m, 1ahl; **Mins:** Szoreny 0, Essence 3; **Type:** Simple (Dramatic Action)

Keywords: Compulsion, Obvious, Sorcerous

Duration: Indefinite

Prerequisite Charms: Venomous Baptism Succor, Quicksilver Canopy Style

The Infernal carefully tends to an area of wilderness over the course of a full day, keeping track of all things that grow, watering plants and marking the beasts of the land with her blood. This charm affects an area (Essence x 10) yards in radius, marking it with the glory of Szoreny. Animals birthed or plants that bear fruit in an area affected by this charm might become different but similar species – deer could give rise to elk, and eggplants might bear tomatoes. The sky takes on an odd sheen, and reflections in the water seem to twitch and fall behind the ones who cast them. It takes a (Wits + Occult) roll at difficulty 4 for an observer to recognize the significance of these omens.

All natural animals (including insects) who make this area their home do not react to the Infernal's presence in any way, and natural plants growing there do not scratch her with thorns or inflict their own poisons when she touches them. Should it matter, this is counted as a Compulsion effect. All of her Survival rolls made in the area automatically succeed, unless contested with magic.

The serenity the Quicksilver Garden gives to the Infernal suffuses her being. If the Infernal spends at least one hour in an area consecrated by this charm, she may regain a Temperance channel in place of temporary willpower from any effects that restore temporary willpower other than stunts as long as she remains. She also begins regeneration an additional mote per hour regardless of activity.

The Quicksilver Garden actively resists attempts by other characters to cultivate it. Wolves might attack lumberjacks, and any houses in the area will be quickly overrun with vines and biting insects. Any rolls made by characters other than the Infernal to forage or construct structures in the area suffer a -1 external penalty, and are likely to be attacked by the wildlife. If an area within the Quicksilver Garden is made habitable (as described in the Imperfection of the Demon City) for a year or more, that area stops being affected by this charm.

The Infernal may activate this charm again in an area already affected by it. This expands the radius of the affected area by another (Essence x 10) yards, but it takes one more day to finish the tending than the previous time she did so, with no upper limit. The Infernal can only maintain one quicksilver garden at a time. Starting a new one prevents her from expanding any previous ones, and they begin shrinking at a rate of one yard per day until completely gone. Quicksilver gardens maintained by separate Infernals may overlap and coexist peacefully.

When any area affected by this charm reaches five miles in diameter, it becomes a persistent Blasphemy effect. However, at this point, the gods and elementals native to the area become more pliable to the Infernal's will, and consider all of her social attacks to resonate with their motivation. They are also automatically affected with a Compulsion to not physically attack the Infernal unless she physically attacks them first, which costs (Essence, max 5) temporary willpower to resist for a scene.

The effects of this charm can be ended with the application of countermagic to the exact center of the area. The level of countermagic scales with the Infernal's Essence at the time of this charm's activation, updated each time she expands the area with reapplication.

The Anamorphic Lotus Blossoms

Cost: –; **Mins:** Szoreny 0, Essence 4; **Type:** Permanent

Keywords: Desecration, Obvious, Poison

Duration: Permanent

Prerequisite Charms: Germination of the Quicksilver Garden

The will of a Yozi overrules petty reality. With this charm, the Infernal's quicksilver garden becomes ever more divorced from the world as mortals know it, in their limited understanding. It modifies its prerequisite in the following ways:

- As a Desecration effect, the meat and milk of all animals who call the quicksilver garden home becomes poisonous, along with any plants that grow there. The poison carries the same traits as that made by the Infernal's Baneful Silverwood Body. The Infernal, life native to the quicksilver garden, and anyone she has ever targeted with Venomous Baptism Succor are immune to this poison.

- Any bodies of water that have more than half of their area within the quicksilver garden are transmuted into the same poison. Anyone immune to the poison finds it just as potable as water. In places where they join to other bodies of water, the poison is quickly diluted into impotency. This also reduces the (Wits + Occult) difficulty to recognize what has happened to the area to 1.

- Habitation will no longer remove an area from the quicksilver garden. The wild will fight against the city for as long as the magic remains.

- Whenever the Infernal's quicksilver garden would overlap with areas affected by the Wyld, the quicksilver garden overrides them instead of coexisting.

A repurchase of this charm at Essence 5+ adds three more effects:

- The Infernal's quicksilver garden only becomes vulnerable to any other character's countermagic during Calibration. At all other times, only she may apply countermagic to it.

- Any uncapped demesnes wholly encompassed in the area not created by other charms slowly convert to the Szoreny aspect. This takes one month for each dot of the rating. Manses are

unaffected by this, as are any demesnes in the process of being capped. The Infernal is automatically attuned to any Szoreny-aspected demesnes in the area.

- Over greater periods of time, Szoreny-aspected demesnes may open in the area, bleeding outwards like sap from a wounded tree. If there are no demesnes or manses in the area, then a one-dot Szoreny demesne will appear within a year. As long as there is at least one demesne or manse in the area, there is no guarantee another will appear, but an area desecrated for decades is likely to develop more (or increase the rating of preexisting ones).

Empyrean Garden Colossus Shintai

Cost: 15m, 1wp; **Mins:** Szoreny 0, Essence 5; **Type:** Simple

Keywords: Combo-Basic, Form-type, Obvious, Poison

Duration: One Scene

Prerequisite Charms: The Oracle's Roots, Lucent Visage Quickening, Germination of the Quicksilver Garden

This charm may only be activated in areas with significant plant growth, or in reflective domains (specifically excluding animate beings). The Infernal makes a single, subtle gesture towards the plantlife around her. Suffused with the essence of those who created the world and plants in the first place, the Infernal's summons cannot be disobeyed. The plantlife unfurls, uproots, and ravel around the Infernal. Soon, her flesh is replaced by glimmering, colorless wood, and her arms and legs replaced by branches and roots upon which she walks like an enormous demonic spider. Her form blossoms with sickly green or black leaves that drip with quicksilver. The exact appearance of this new form depends on the Infernal, but usually evokes both tree-life and demonic life, often taking on qualities of the Green Sun Prince's coadjutor. It provides the following:

- All equipment inappropriate to her form (e.g. most clothing and any armor) are banished to Elsewhere for the duration.

- The Infernal becomes massively stronger and heavier, weighing at least a ton and adding (Essence) to her Strength, which does not count as dice from charms. She also adds +10L/10B soak and Hardness, which counts as armor. She halves the distance she would be moved by any Knockback effect, round down (to a minimum of zero yards).

- She is automatically affected as per Lucent Visage Quickening at no additional cost, ending any previous activations. At any time, she may purge all non-aggravated levels of damage from her temporary health levels with a miscellaneous (DV -0) action that cannot be flurried, growing new bark over her old wounds.

- Enough limbs sprout from the Infernal's form that severing or crippling just one of them doesn't really impair her. She may end any Crippling effect that targets one of her physical traits simply by taking a miscellaneous (DV -2) action, growing new limbs or bringing others to bear.

- The Infernal replaces her former natural attacks with heavy strikes of her new branches, which use the traits of a smashfist (whether striking or clinching) without a magical material bonus. Anyone who takes damage from one of these natural attacks is inflicted with a single dose of the Infernal's Argent Blood. She may still wield weapons, but they do not automatically inflict the poison unless she takes a miscellaneous (DV -1) action to apply a single dose.

- Her anima condenses into poisonous mist, and ravenous alien insects crawl out from her twisted body. This creates an environment hazard (Essence) yards in radius. The damage is 1L/action with a Trauma of (Essence), and anyone who takes a level of damage from it is automatically inflicted with a dose of the Infernal's Argent Blood. This miasma also makes stealth impossible.

Shimmering Demon-Copse Shintai

Cost: 50m, 5wp; **Mins:** Szoreny 0, Essence 6; **Type:** Simple

Keywords: Blasphemy, Form-Type, Native, Obvious, Sorcerous

Duration: Indefinite

Prerequisite Charms: Face of the Mirror Titan, Mad-Eyed Phantom Dominion, Germination of the Quicksilver Garden, One other Szoreny charm with the Form-Type keyword

The greatest of the Silver Forest's shintais available to the Green Sun Princes reflects but a sliver of his full majesty. This charm may only be activated within a quicksilver garden created by the Infernal. In doing so, her physical form is unraveled, her essence expanded to encompass the land. This gives the following effects:

- All of the Infernal's equipment is stored in Elsewhere for the duration. She also does not need to eat, drink, breathe or sleep.

- The Infernal may still use Germination of the Quicksilver Garden to expand her domain. It is considered to be outside of fate, as well as not a part of Creation.

- Mad-Eyed Phantom Dominion automatically activates at no further cost. It cannot be dispelled as long as this charm is active. However, she may choose to spare any area from its effects of any size and for any length of time desired.

- Physical attacks cannot target the Infernal, even if they can affect the immaterial. However, destroying enough of the landscape to render the quicksilver garden null could end this charm.

- For each hour the Infernal rests and takes no action, she regains one temporary willpower or one Temperance channel. The awareness of her domain granted by Mad-Eyed Phantom Dominion is reduced as if she were asleep during this time, for she effectively is.

- Szoreny's only true jouten is the Silver Forest, but many horrors still spawn from his nightmares and deliberations. As a one-minute dramatic action costing one point of temporary willpower and one aggravated level of damage, the Infernal may split off a simulacrum of herself (or of a form she could assume with Face of the Mirror Titan) under her perfect mental control.

The simulacrum has the same traits the Infernal would have without this charm active, and it automatically benefits from a Szoreny charm with the Form-Type keyword the Infernal knows (other than this one). The Infernal may have one simulacrum in existence for each such charm she knows, but none may leave the bounds of her quicksilver garden without automatically perishing. The Infernal may harmlessly absorb one of her simulacra as a one-minute dramatic action.

Each simulacrum shares the Infernal's mote pool, temporary willpower, and virtue channels. Their health tracks are separate from the Infernal's own, but if one dies she loses one point of temporary willpower and takes one level of unsoakable aggravated damage from the shock. They come into existence with perfect copies of the Infernal's equipment, including Artifacts, but they function for no one but that simulacrum.

- Adamant Countermagic does not end this charm. Instead, Adamant Circle Banishment is required, which treats the Infernal like a Third Circle Demon except that she appears in front of the Sorcerer if they win, rather than being banished to Malfeas (unless they were already there). Spending additional motes to reduce the Infernal's side of the contest of wills is not effective.